

BATTLEGROUND EVIL-LYN

Evil Witch of Eternia

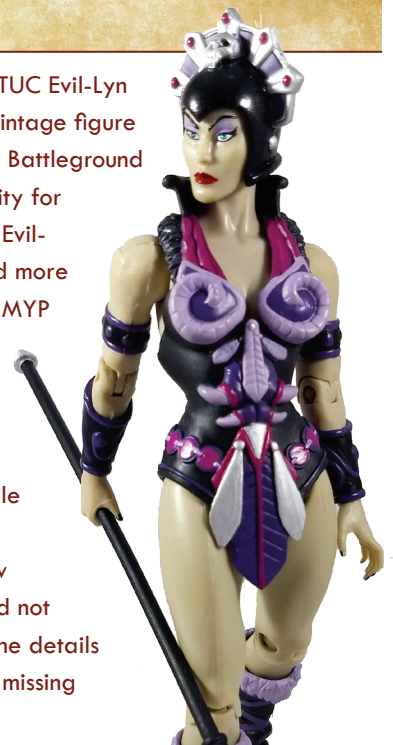


REAL NAME Evelyn Morgan Powers **BIO** Cast aside by her husband Keldor after his transformation into Skeletor, Evil-Lyn sent their infant son into the future and plotted to overthrow Skeletor by releasing his enemies from their dimensional prisons. In a series of miscalculations, she helped free the Snake Men, Hordak and Gygor — increasing her adversaries threefold. After Randor and Miro returned from Despondos, the Three Towers rose and Evil-Lyn found herself again allied with Skeletor during the Second Ultimate Battleground. At the end, defeated and stripped of her powers by the new Sorceress of Grayskull, Evil-Lyn used the Cosmic Key and the power of the Central Tower to return to the future to find a new life with her long lost child — the son of Skeletor!



VINTAGE VAULT The original MOTUC Evil-Lyn figure was based heavily on her vintage figure design and color-scheme. Battleground Evil-Lyn was an opportunity for Mattel to give fans an Evil-Lyn figure that looked more like her 2002 MYP MOTU cartoon appearance and subsequent action figure (left), and while it did succeed color-wise, the lack of new

sculpting meant the design of the figure did not quite match her 2002 design. Note the bone details in her armor and the long skirt piece, both missing from the Battleground Evil-Lyn figure.



ACCESSORIES

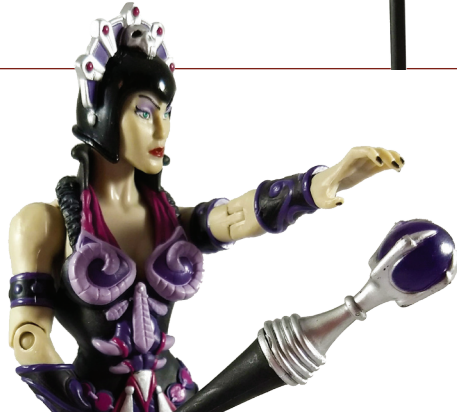


MOTUC #074 • AFFILIATION Evil Warriors • **SUBSCRIPTION** Club Eternia 2011 • **PRICE** \$20
ORIGINAL RELEASE MattyCollector.com (December 15, 2011) • **RELEASE TYPE** Carded Quarterly Figure

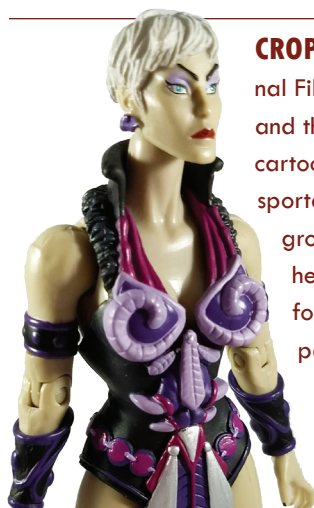
THAT SPECIAL GLOW The vintage Evil-Lyn figure came with a wand that glowed in the dark, a feature that was, incidentally, not mentioned anywhere on the figure's packaging. Battleground Evil-Lyn came packaged with two orbs for her staff — one purple (below), and one that glowed in the dark (right).



ABRA CADABRA Catra's "scratching" right hand was repurposed here to give Evil-Lyn a spell-casting hand.



CUTS LIKE A KNIFE Evil-Lyn's knife was inspired by a similar accessory that came with her 2002 MOTU toyline action figure. The knife was previously released in blue with the original MOTUC Evil-Lyn figure, and then again in purple in Weapons Pak #2 (Great Wars Assortment).



CROP TOP In both the original Filmation MOTU cartoon and the 2002 MYP MOTU cartoon series, Evil-Lyn sported short, white hair underneath her helmet. Battleground Evil-Lyn came packaged with an alternate head sculpt that captured this look. The official bio for this look ("Deceitful Evil-Lyn") can be found on page 614.

ALTERNATE VIEWS With the exception of her left hand (which originated with the Catra figure), alternate head, and dagger, Battleground Evil-Lyn was a complete repaint of the original MOTUC Evil-Lyn figure.



TRIVIA

The following copy was written for Battleground Evil-Lyn's sales page on MattyCollector.com:



"Hush little baby, don't say a word, Mama's gonna kill that mockingbird... and anyone else who tries to prevent her family reunion with the son of Skeletor! The former Evelyn Morgan Powers arrives as a fully articulated, highly-detailed figure wearing her darker purple colors and sporting lovely tan skin. She features an interchangeable helmetless head and two swappable orbs for her staff (one even glows in the dark), along with an all-new, fan demanded cape. And, for the first time on any female in the Masters of Universe Classics line, Battleground Evil-Lyn has twistable arm bands for posing in classic toy position or backwards in 'cross-sell' position."

The figure's cape was removable (and could be removed without first removing the figure's head).

Featured on Battleground Evil-Lyn's cardback were Mer-Man, Beast Man, Skeletor, Trap Jaw, and Scareglow.



WIND RAIDER

Assault Lander

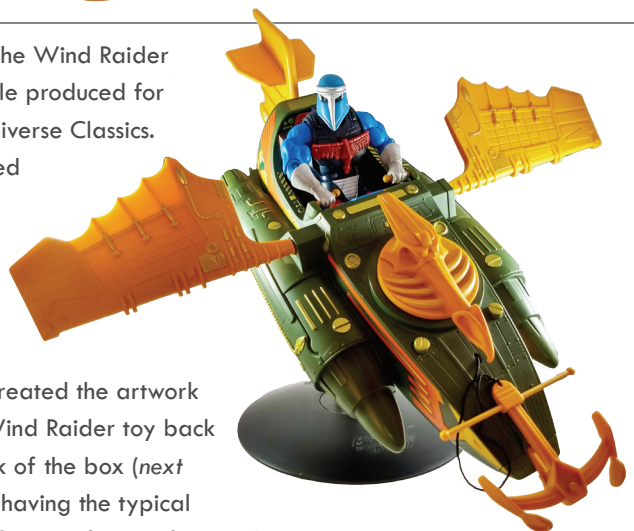


BIO Wind Raiders are high-velocity flying vehicles used by the Heroic Warriors and the royal forces of Eternos. Their speed and maneuverability make them the ideal choice for both long distance travel and aerial assaults. The first Wind Raider was designed and built by Man-At-Arms when Teela was still a young child. Equipped with a grappling hook, Photanium wings, fuel tanks plated with Coridite, and a cache of Multron Bombs, Duncan's green and yellow airship made for an impressive sight. Begging her father to ride in the vehicle during its maiden flight to the city of Leannasia, a place where many sky chariots were built and raced, an excited young Teela inspired the vehicle's name when she exclaimed that it was "faster than the wind." Impressed, King Randor asked Man-At-Arms to construct a royal fleet of Wind Raiders. Years later, the Wind Raider became the preferred transport of ace pilot Sky High, who performed nigh-impossible aerial feats with it. Fascinated, Webstor of the Evil Warriors once captured a fallen Wind Raider and, with the help of Tri-Klops and Trap Jaw, rebuilt it to his own macabre specifications.



VINTAGE VAULT The vintage Wind Raider was one of the first vehicles released in the original MOTU toylines, making its debut in wave one in 1982. The vehicle featured movable wings and tail rudder, rolling wheels on its underside, and a firing anchor.

BACKGROUND The Wind Raider was the first vehicle produced for Masters of the Universe Classics. The vehicle shipped unassembled in a box that featured artwork by Rudy Obrero, the same artist who created the artwork for the original Wind Raider toy back in 1982. The back of the box (next page), instead of having the typical bio and line-up of action figures, featured additional Rudy Obrero artwork, calling out the various features of the toy.



MOTUC #075 • AFFILIATION Heroic Warriors • SUBSCRIPTION N/A • PRICE \$45
ORIGINAL RELEASE MattyCollector.com (December 15, 2011) • **RELEASE TYPE** Boxed Vehicle

ACTION FEATURE Pressing the button underneath the bird-like skull would launch the anchor forward on a small length of string. By pulling the skull upward and rotating it, the anchor could be retracted again.



FLIGHT STAND The Wind Raider came with a flight stand that hooked into the bottom of the vehicle, allowing the vehicle to be posed in various flight positions and angles as if in flight. The connector rotated both forwards and backwards as well as side-to-side.

TRIVIA

The vehicle's wings and rudder were movable.

The buttons and other details of the vehicle were sculpted and painted on, unlike the vintage vehicle, which used stickers.

The Wind Raider flight stand could also be used with the Jet Sled, and was released again with the Roton vehicle.

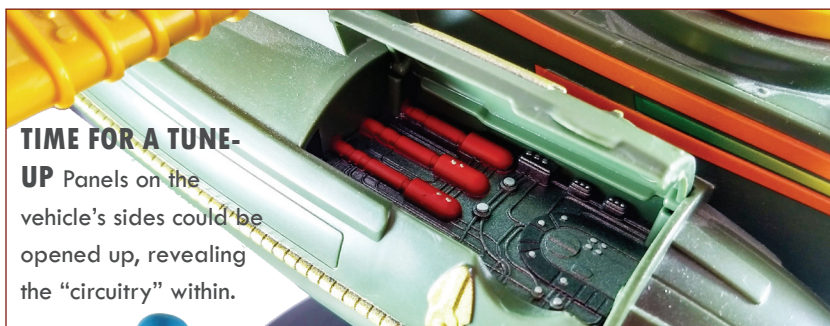
The floor of the Castle Grayskull playset featured a hole where the Wind Raider's flight stand (minus the black base) could be plugged in.

The official bio for the Wind Raider (see previous page) was revealed on He-Man.org on June 29, 2020.



TIME FOR A TUNE-UP

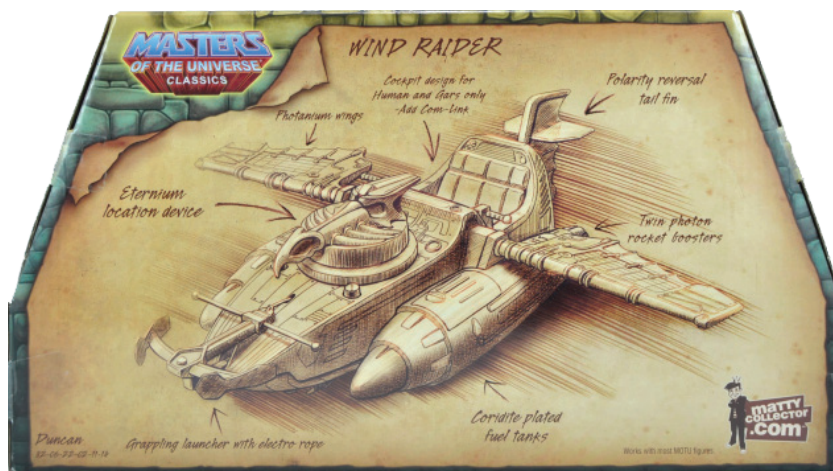
Panels on the vehicle's sides could be opened up, revealing the "circuitry" within.



PILOT ME A 1983 MOTU promotional poster featured an illustration of the Wind Raider with an unnamed pilot. The design of that pilot was used as the basis for the Sky High figure, released in 2013 with the Jet Sled. Sky High's chest insignia and wings were clearly based on the Wind Raider design.



ROLLIN' Just like the vintage vehicle, the MOTUC Wind Raider featured three rolling wheels on its underside.



MAN-AT-WORK The art on the back of the Wind Raider box was "signed" by Duncan, indicating that this sketch was actually drawn by Man-At-Arms.



STARLA

Bright and Beautiful Leader



ACCESSORIES



STAR SISTERS BIO In ancient times, an evil sorceress became jealous of the Star Sisters' youth and beauty and trapped them in a shooting star. They were sent hurling through the cosmos until the women crash-landed on Etheria. There, they remained magically confined in the side of a mountain until the day Swiftwind's hooves accidentally loosened the stone that concealed their prison. She-Ra quickly used her powers to melt away the star that held them captive. In gratitude, the sisters pledged their everlasting friendship to She-Ra. Jewelstar magically conjures gem armor to protect herself and others. Tallstar uses her magic to stretch to unbelievable lengths. Starla, with her pet Glorybird, can sense danger and project spells of light against her foes. Together, they stand side-by-side with She-Ra in the battle for freedom.

HUMBLE BEGINNINGS

The Star Sisters were characters that Mattel planned to include in the vintage Princess of Power toylines. They appeared in only one episode of the Filmation cartoon, and their action figures were never released; only press photos and a poster exist of the vintage prototype figures. For MOTUC, Mattel decided to finally produce the Star Sisters, releasing them together in the line's first 3-pack.



MOTUC #076A • AFFILIATION The Great Rebellion • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$60
ORIGINAL RELEASE MattyCollector.com (January 17, 2012) • **RELEASE TYPE** Figure 3-Pack

SAME AS Starla utilized the standard female shoulders, biceps, and hands, as well as the original She-Ra's forearms, Battleground Teela's upper legs, and Adora's feet. Of the three sisters, Starla's design remained the most consistent across the vintage figure, poster art, and cartoon appearances, although all three Star Sisters figures were based most primarily on the poster art shown at right.



WELL STAFFED The three sisters shared the same staff accessory, molded in different colors. Starla's was yellow.



STARLA

Bright and Beautiful Leader

REAL NAME Gemma **BIO** One of the famed Star Sisters and a devoted member of the Great Rebellion, Starla can blast enemies with blinding spells of light. A natural leader with an endless reserve of determination, Starla used her light-based magic to construct the three Star Staves, enabling her to maintain a telepathic bond with her sisters Tallstar and Jewelstar. Starla played a vital role in helping the mysterious Whisps create a powerful Starburst Cape for She-Ra. This mystical cape became a key weapon in the final confrontation between She-Ra and Hordak on Etheria. In addition to her light-based magic, Starla also possesses a superhuman ability to sense danger. In conjunction with the otherworldly clairvoyant powers of Peekablue, Starla's "star-sense" gave the Rebels an important advantage in their conflict with the Evil Horde. Later, Starla joined her sisters on Eternia where she fought valiantly in the Second Ultimate Battleground. When she returned to Eternia, Starla continued to help the former Rebels against the rising forces of villains such as Shadow Weaver, Scorpia, and the fire goddess Volcana along with her sinister son, the Volcano Magus.

TRIVIA

The following copy was written for the Star Sisters' sales page on MattyCollector.com: "Our inaugural MOTUC 3-pack shines brightly with what would have been the final three Princess of Power figures originally planned as part of the 1987 line, the Star Sisters! Sculpted by the Four Horsemen, all three feature their famously glittery Star Wands. Tallstar also has an interchangeable limb and neck piece to 're-create' what would have been her classic action feature (super stretching limbs), Jewelstar arrives with a clear jewel arm and leg armor (non-removable), and Starla comes with her pet Glorybird, a perch and removable bird armor. Fun Fact: Although the set never made it to retail, prototypes were shown in a vintage Mattel catalog."



The print ad for the unreleased vintage Star Sisters stated that Starla had a "star glitter backpack." It appeared that the backpack would have been made of clear plastic filled with colored water and glitter; the MOTUC version of Starla did not come with any such backpack. It also appeared that Starla's upper legs would have been made of translucent plastic, but this feature was not carried over to the MOTUC figure.

The back of this three-pack featured a single bio for all three Star Sisters. Official, individual bios for each character plus Glorybird were revealed on He-Man.org in 2019 and 2020.



JEWELSTAR

Hidden Beauty



REAL NAME Devena **BIO** The youngest Star Sister, Jewelstar has the ability to conjure magical jewel armor which protects her from harm and refracts light to blind and confuse enemies. Following the Second Ultimate Battleground, Jewelstar returned to Etheria and helped defend the Crystal Light Barrier against would-be invaders. Notably, she and her sisters joined forces with Granita, Queen Zal, and the heroic Meteorb legion to thwart assaults by Shadow Weaver, Crocobite, and other villains. During this time, Jewelstar was called upon by Queen Angella to join a band of former Rebels in defense of a nonviolent elephantine people called the Ollyfonts, of which Snout Spout had been a notable member. When Jewelstar and her allies arrived at the Ollyfont village, they were horrified to find it completely submerged in water. Survivors identified the culprits as the cutthroat pirate Admiral Scurvy and the aquatic invader Shezar, who planned to remake her own long-lost world Antar on Etheria. Pursuing the attackers to the shores of the Red Lake in the Darkmor Mountains, Jewelstar leapt at Scurvy and Shezar, knocking both villains to the ground with her unyielding jewel armor.

SAME AS Jewelstar utilized the standard female shoulders, biceps, and hands, Battleground Teela's upper legs, and Adora's feet. All of her other pieces appeared to be newly sculpted.



ACCESSORIES



CRYSTAL CLEAR The plastic on Jewelstar's head, upper back, forearms, and knees was made from a semi-translucent pink plastic. Jewelstar's hue was inspired by the vintage poster shown on the previous page rather than her vintage prototype action figure, which was ruby red.

MOTUC #076B • AFFILIATION The Great Rebellion • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$60
ORIGINAL RELEASE MattyCollector.com (January 17, 2012) • **RELEASE TYPE** Figure 3-Pack



GOOD GLORY Had he been released in the vintage Princess of Power toyline, Glorybird would have used the same bird mold as Zoar and Screech. Appropriately, the MOTUC Glorybird did utilize the Zoar/Screech mold.

The official bio for Glorybird was revealed on He-Man.org on June 15, 2020.

CAPED CRUSADER Jewelstar's cape was made from a soft, semi-translucent, pearlescent pink plastic. It was not removable.



WELL STAFFED The three sisters shared the same staff accessory, molded in different colors. Jewelstar's was pink.

FOR THE BIRDS

Glorybird came with his own unique headdress and blue perch. He did not share these pieces with any of the other birds in the line.



TRIVIA



According to the copy on the ad for the unreleased Star Sisters figures, the vintage Jewelstar figure would have folded up into a large jewel, thus her tagline, "Hidden Beauty."

Jewelstar's Filmation POP cartoon appearance differed greatly from her vintage toy or MOTUC figure design. Among the differences were a yellow star on her forehead and long white hair.

The Star Sisters' single animated appearance was in "Bow's Gift," episode #84 of the Filmation POP cartoon.

Featured on the back of the Star Sisters' package were Bow, She-Ra, Catra, Hordak, and Leech.

GLORYBIRD

Magical Guide of the Star Sisters

Long ago, three sisters lived in a place called Astraia, a tiny planet hidden deep in the Dimension of Despondos. The sisters were very poor, and although their cruel stepmother hated them, their hearts were filled with kindness and love for others. Seeing this, the great deity Zoar sent an emissary called Glorybird to them as a gift. Appearing to the sisters one fateful day, Glorybird became their bloved "pet," endowing each sister with divine gifts and forever transforming them into the Star Sisters. Glorybird guided the sisters as they used their astounding powers to help Astraia's grateful people. Deeply envious of her stepdaughters, the stepmother finally revealed herself as the terrible Celestial Witch, a mad scourge from dimensions beyond the stars who had gone into hiding decades earlier. The witch's cataractous eyes flashed with animosity as she imprisoned the Star Sisters and Glorybird within a magical shooting star — a failed attempt to sacrifice them to Zoar's greatest enemy, the evil god Horokoth. Many millennia later, it was Glorybird's sacred aura that unconsciously drew She-Ra and Swiftwind to the Star Sister's location on Etheria.

TALLSTAR

Lovely Lookout



REAL NAME Cassandra **BIO** A member of the Great Rebellion and one of the Star Sisters, Tallstar possesses the ability to extend her limbs, a trait which endows her with superhuman height and strength. With her amazing physical powers and her prodigious intellect, Tallstar is a force to be reckoned with both on and off the battlefield. In the final clashes against the Evil Horde, known collectively as the End of Wars, Tallstar single-handedly deactivated the gargantuan Horde robot, Steel Kill. Soon thereafter, Tallstar and her sisters Starla and Jewelstar joined She-Ra on Eternia where they participated in the Second Ultimate Battleground. Just before the battle's epic climax, Tallstar and Extendar combined their might to capture a transformed Snake Mekanek, allowing Teela to restore him with the Secret Liquid of Life. Mekanek later joined Tallstar on Etheria. The two became close friends and aided the former Rebels in their fight against the growing threats of Shadow Weaver and Scorpia. When Mekanek was eventually summoned back to Eternia, Tallstar remained on Etheria where she helped her sisters and Rock People like Bouldron and Quartzara defend the Crystal Light Barrier.

SAME AS Tallstar utilized the standard female hands, Adora's feet, and Battleground Teela's upper legs. All of her other pieces appeared to be newly sculpted.

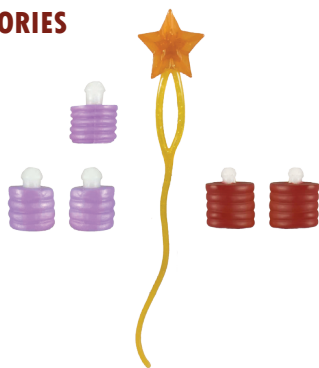


PIECES OF ME In

order to mimic her "growing" powers, Tallstar included an extension piece for her neck, two for her arms, and two for her legs.



ACCESSORIES

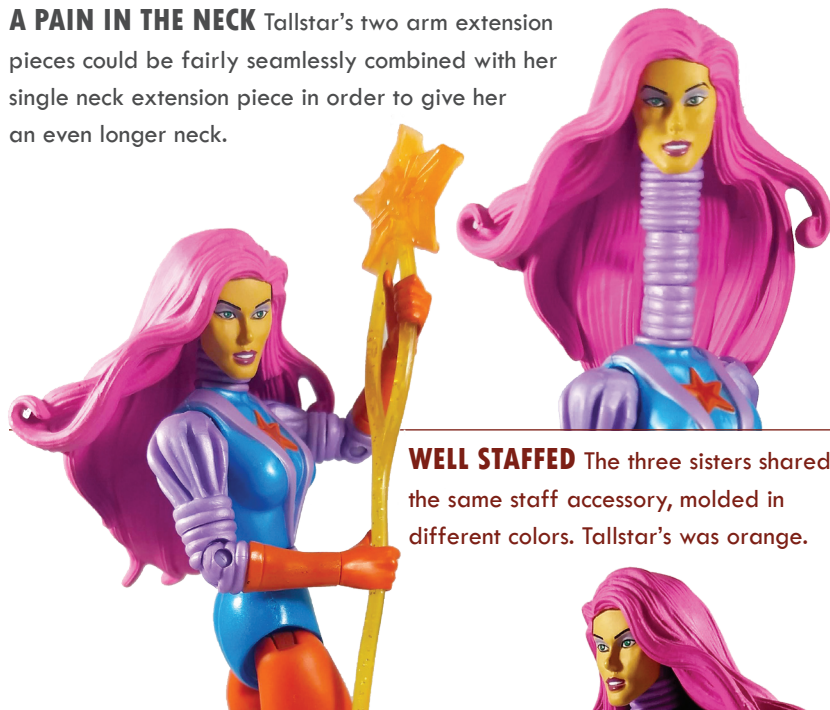


SHE GROWS ON YOU At her fully-extended height, Tallstar stood about a head taller than other figures in the line.



MOTUC #076C • AFFILIATION The Great Rebellion • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$60
ORIGINAL RELEASE MattyCollector.com (January 17, 2012) • **RELEASE TYPE** Figure 3-Pack

A PAIN IN THE NECK Tallstar's two arm extension pieces could be fairly seamlessly combined with her single neck extension piece in order to give her an even longer neck.



WELL STAFFED The three sisters shared the same staff accessory, molded in different colors. Tallstar's was orange.

REACH OUT AND TOUCH

SOMEONE Tallstar's neck extension piece could be combined with her two arm extension pieces in order to give her a single long arm.



SHE'S GOT LEGS Tallstar's two leg extension pieces could be combined to create a single longer leg if desired.



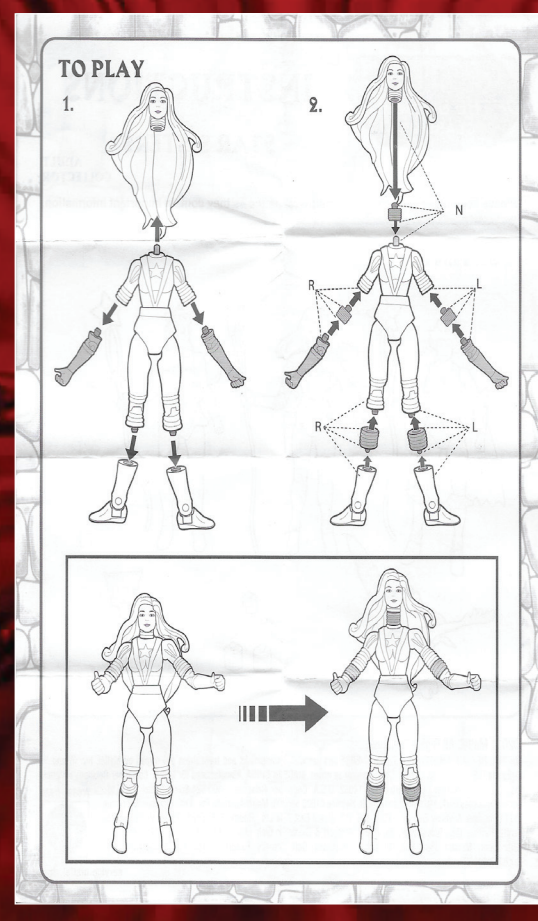
TRIVIA

Tallstar's colors and overall design were most similar to her appearance on the vintage Star Sisters poster, which also carried over fairly accurately from her single cartoon appearance. She differed greatly from her vintage toy prototype, which featured a more monochromatic color scheme, chrome plastic on her torso, ribbons from her waist to her ankles, and a deeper shade of pink for her hair.



It appeared that the vintage Tallstar figure would have been able to "grow" utilizing accordion-style extenders (similar to a bendy straw) in her arms, legs, waist and neck. The MOTUC figure eschewed this feature in favor of swappable extension pieces instead, although it lacked any kind of waist extension piece.

For collectors who needed a little extra guidance, "play" instructions were included for Tallstar.



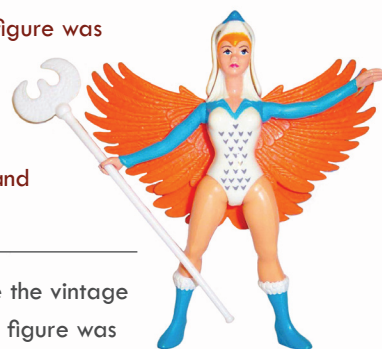
SORCERESS

Heroic Guardian of Castle Grayskull



REAL NAME Teela'na **BIO** Growing up in a small Eternian village, Teela'na helped defend her people from a Horde scout ship that had discovered her planet on mission to discover magic. Recognizing her loyalty, courage and wisdom, the current but elderly Sorceress chose Teela'na to take up her title and defend Castle Grayskull's secrets for the next generation. During her reign as Sorceress, Teela'na not only cast the spell to clone the Sword of He, she was also cloned herself by Skeletor, who desired a magic-wielding bride to pass on his legacy. With the help of Man-At-Arms, Teela'na saved the cloned child, and it was because of her undying love and devotion to this baby girl that Teela'na gave her up to Man-At-Arms, awaiting the day when her daughter would become the new Sorceress and Guardian of Castle Grayskull.

VINTAGE VAULT The vintage Sorceress figure was released as part of the original toyline's sixth wave in 1987. The third and final female figure released in the line, the Sorceress featured spring-loaded wings and came armed with a white staff.



UPDATED While the vintage Sorceress action figure was inspired by her design in the Filmation MOTU cartoon, the final piece took a few design liberties and was fairly off-model from the character's animated appearance. The MOTUC Sorceress was a more faithful plastic representation of the character.



WELL STAFFED The Sorceress came with a white staff inspired by the accessory that shipped with the vintage Sorceress figure. The official bio for this staff ("Staff of Power") can be found on page 597.

ACCESSORIES



MOTUC #077 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$20
ORIGINAL RELEASE MattyCollector.com (February 15, 2012) • **RELEASE TYPE** Carded Figure



TAKING FLIGHT The Sorceress' wings spread when her arms were raised.

The feature itself worked well, as the wings would fall easily into place, but unfortunately the pegs holding the wings stuck out unaesthetically far. They were also attached to her shoulders, so she could not move her arms forward without the wings protruding out at a strange angle (below). Because of this, most of her arm poses had to be done with her elbows only.



FOR THE BIRDS The Sorceress came with a new version of Zoar, repainted to match the bird's colors in the Filmation MOTU cartoon. Zoar came with the Screeech armor and perch in red plastic. The official bio for this version of Zoar (titled "Zoar — Falcon Form of the Sorceress") can be found on page 599.



TRIVIA



The following copy was written for the Sorceress' sales page on MattyCollector.com: "When Mama says knock you out, young Teela listens – unfortunately, she doesn't know the Heroic Guardian of Castle Grayskull is her mama! One of the most demanded and essential characters from the Masters of the Universe line, the Sorceress is sculpted in gorgeous detail by the Four Horsemen and fully articulated, including her winsome wings. She comes complete with her Staff of Power, Zoar bird form and bird perch/removable armor."

The Sorceress was re-painted white (to match her appearance in the vintage mini-comic "The Temple of Darkness") and released as a traveling con exclusive in 2012.

When the Castle Grayskull playset was released, a special slit was included in the seat of the throne in order to accommodate the Sorceress' tail feathers, allowing her to sit.

Featured on the Sorceress' cardback were Prince Adam, Man-At-Arms, Orko, He-Man, and Teela.



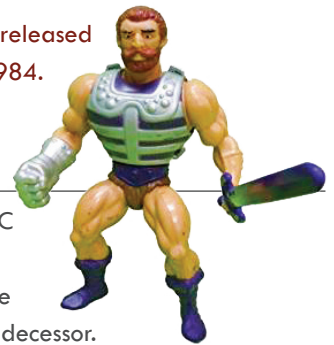
FISTO

Heroic Hand-to-Hand Fighter



REAL NAME Malcom **BIO** The older brother of Duncan, Randor's first Man-At-Arms, Malcom served under King Miro during the Great Unrest but was wounded in battle and stricken with magical amnesia. Wandering through Eternia, he settled in the Mystic Mountains in a mining settlement unable to piece together how he lost his battalion. His life changed when the Snake Men attacked his town, and he helped save the Masters of the Universe from their trap. But in doing so, Malcom shattered his right hand. In gratitude, Duncan replaced it with a robotic strong arm. Now known as Fisto, he has made up with his brother and fights as a heroic member of the Masters of the Universe, smashing evil with his giant knuckles!

VINTAGE VAULT The vintage Fisto figure was released as part of the original toyline's third wave in 1984. The figure came with removable armor and a purple version of Tri-Klops' sword.



UPDATE The MOTUC Fisto was a faithful update of his vintage action figure predecessor.

Minor deviations included his brown hair (as opposed to the vintage figure's reddish tones) and the use of Tri-Klops' right bracer instead of He-Man's.



WELL ARMED Fisto's large sword was first seen on the cover of an issue from the 2002 *Masters of the Universe* comic book series, but was never seen again in any media. It was intended for inclusion with his 2002 action figure, but was nixed before production, even though the final figure had a slot in its armor to hold it.



ACCESSORIES



MOTUC #078 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$20
ORIGINAL RELEASE MattyCollector.com (February 15, 2012) • **RELEASE TYPE** Carded Figure



ALTERNATE VIEWS Fisto utilized the standard male upper torso, shoulders, left bicep, left hand, furry shorts, legs, and boots along with Tri-Klops' right bracer and Hordak's smooth ab piece.

GUN SHOW The bicep on Fisto's right arm was (intentionally) sculpted larger than the bicep on his left. The same would be true of the Jitsu figure.



EN GARDE Just like his vintage predecessor, MOTUC Fisto came armed with a purple version of Tri-Klops' sword.

HEADS UP Fisto came packaged with an alternate head (with headband) and removable belt in order to recreate his look from the 2002 MYP MOTU cartoon series and subsequent toyline.



TRIVIA

The following copy was written for Fisto's sales page on MattyCollector.com: "When the Masters of the Universe need to get a grip on evil, they turn to their right-hand man, Fisto! Sculpted by the Four Horsemen, this fully articulated figure features swappable heads with and without a 2002-2003 inspired headband. With a removable belt and vintage purple sword, the hard-hitting brother of Man-At-Arms is ready to bring the pain with the long-awaited missing 2002-2003 oversized smasher sword that was cut from the 2002-2003 figure at the last minute! And, for easy access in critical battle situations, the smasher sword fits into the back armor slot."



The official bio for Fisto's alternate headsculpt (dubbed "Galactic Protector Fisto — Heroic Space Combatant with an Iron Fist") can be found on page 591.

A second version of Fisto, based on his appearance in the Filimation MOTU cartoon, was released by Super7 in 2019 as part of the Club Grayskull line.

Featured on Fisto's cardback were King Randor, Man-At-Arms, Man-E-Faces, Teela, and Buzz-Off.



FEARLESS PHOTOG

Heroic Master of Cameras



ACCESSORIES



REAL NAME Jey **BIO** Apprentice to Gwildor, Jey often daydreamed of life as a member of the Masters of the Universe. His dreams became a reality when he was selected along with five other inventors by the science council to journey to Eternos to present his latest creation, the Photog Emulator. During the presentation, a slight miscalculation led to a flux overload, merging Jey with his invention. Finding he could drain his enemies' powers and display their defeat on his chest, Jey called himself the Fearless Photog, and was offered membership alongside his idols in the Masters of the Universe. He fought heroically during the Second Ultimate Battleground, helping to defeat several of Skeletor's warriors, including Clawful and Whiplash. Photog drains his enemies' power, displaying their defeat for all to see!

BROKEN PROMISES In 1986, Mattel held a contest for children to send in their designs for a new MOTU action figure. Out of all the entries, five finalists were chosen, and the public was then allowed to vote for its favorite design. On the last page of the Spring 1986 issue of *The Masters of the Universe Magazine*, 12-year-old Nathan Bitner was announced as the winner of the contest with his submission of Fearless Photog. Nathan was awarded a scholarship for \$100,000 plus a five-day trip to Disneyland. Despite the contest's premise, however, Fearless Photog never actually went into production in the vintage MOTU line. It wasn't until his release in MOTUC, 26 years later, that Photog was finally given an action figure.



VOTE NOW!
TO HELP CHOOSE THE
WINNER IN THE...

**MASTERS OF THE UNIVERSE™
CREATE A CHARACTER
CONTEST**

<p>1-900-220-2511</p> <p>FEARLESS PHOTOG This heroic cameraman focuses in on his Warriors & drains them of their power! Photog's chest shows pictures of defeated enemies. Nathan Bitner, age 11 Naperville, Illinois</p>	<p>1-900-220-2522</p> <p>NETTA She jumps over evil and sets traps. All the mean corners and gets them! This beautiful Netta becomes a net to trap evil Warriors. South Oakesville, age 7 Brooklyn, New York</p>	<p>1-900-220-2533</p> <p>COMPACTOR Anything that happens in the chest of this evil creature is in his brother's hand! He can open & shut. John Brown, age 11 West Elizabeth, Pennsylvania</p>	<p>1-900-220-2544</p> <p>EYE BEAM This heroic wall-to-eye guardian acts as lookout & guides the way for his team. Ricky Ashmore, age 11 Extonville, Washington</p>	<p>1-900-220-2555</p> <p>BRAINWAVE Press the heroic Warrior's chest & his master brain comes up to reveal a powerful crystal. Brainwave sends signals that stop approaching enemies. Billy Starford, age 9 Cottleville, Tennessee</p>
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TO VOTE FOR THE CHARACTER YOU LIKE BEST, DIAL THE PHONE NUMBER SHOWN ABOVE THAT CHARACTER'S PICTURE.

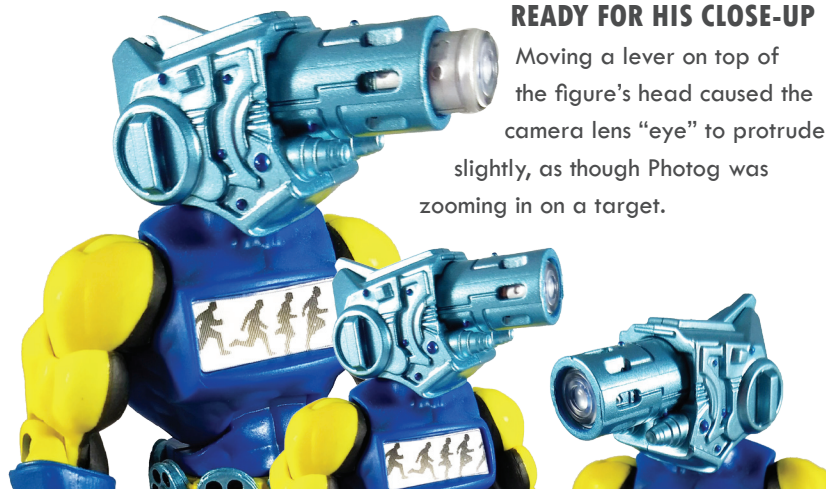
Please ask your parents permission first. Each call costs 50¢. Calls will be accepted through Friday, December 13, 1985.

GREAT PRIZES!
The creator of the winning character will win:
• An actual Masters of the Universe toy made from his/her idea!
• A \$100,000 college scholarship fund!
• The right to be Honorary President of Mattel Toys for a day!

The other four finalists will win a \$50,000 college scholarship fund.

MATTEL

MOTUC #079 • AFFILIATION Heroic Warriors • SUBSCRIPTION Club 30th Anniversary 2012 • PRICE \$20
ORIGINAL RELEASE MattyCollector.com (February 15, 2012) • **RELEASE TYPE** Carded Figure



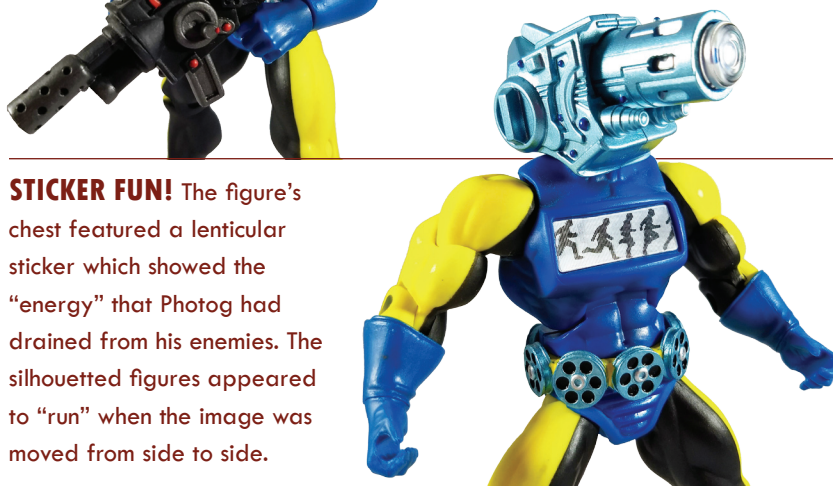
READY FOR HIS CLOSE-UP

Moving a lever on top of the figure's head caused the camera lens "eye" to protrude slightly, as though Photog was zooming in on a target.

SHIELD ME The figure came with a reflective lens shield, which was taken directly from the original Create a Character artwork.



GUNS OUT Fearless Photog's second accessory was a newly-designed piece: a gun resembling an old movie camera.



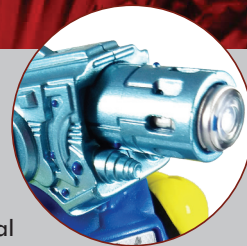
STICKER FUN! The figure's chest featured a lenticular sticker which showed the "energy" that Photog had drained from his enemies. The silhouetted figures appeared to "run" when the image was moved from side to side.



TRIVIA

The following copy was written for Fearless Photog's sales page on MattyCollector.com:

"Fearless Photog represents the first of six all-new original figures celebrating the 30th anniversary of the Masters of the Universe! The brainchild of Nathan Bitner when he was just 13 years old, his Fearless Photog design won the vintage 'Create a Figure Contest' and is now faithfully re-created as a 6" figure in the Masters of the Universe Classics line for the first time ever. Sculpted by the Four Horsemen and fully articulated, he comes complete with his reel blaster and lens shield. His 'camera' head also features a movable lens blaster for simulated photog action!"



In honor of MOTU's 30th anniversary in 2012, Mattel ran a new Create a Character contest, allowing fans to submit their designs for a new character who would be made into a figure in Masters of the Universe Classics. To coincide with the contest, Mattel created a new mini-subscription consisting of six figures: the 2012 contest winner (Castle Grayskullman), the long-overdue 1986 contest winner (Fearless Photog), and four additional figures designed by various other creators.

Featured on Fearless Photog's cardback were King Randor, Stratos, He-Man, Beast Man, Skeletor, and Mer-Man.



SHADOW WEAVER

Evil Mistress of Dark Magic

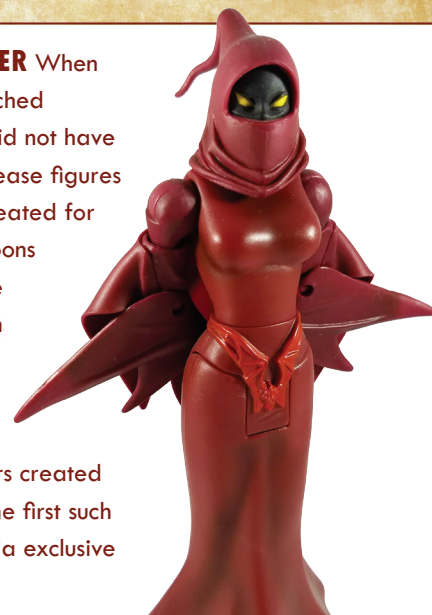


REAL NAME Beatrix **BIO** Born in the Etherian Kingdom of Mystacor, Beatrix was once known as Light Spinner and served as an apprentice to the great mage, Norwyn. When Hordak arrived on Etheria during his exile in Despondos, he promised Beatrix great power in return for information and help in overthrowing Bright Moon and the surrounding kingdoms. Her powers were greatly enhanced through a magical gem whose power also induced an irreversible change in her appearance and mental state. She betrayed Norwyn and her fellow magical student Castaspella, leading Horde Troopers to their hidden magic archives. In Horror Hall, Beatrix took the name Shadow Weaver, using her black magic to fight the Great Rebellion, all the while secretly plotting to overthrow Hordak and claim his power for her own!



CARTOON CORNER When Mattel first launched MOTUC, they did not have the rights to release figures of characters created for the Filmation cartoons

(unless a character, like Orko, had already been produced in the vintage toylines). In 2011, Mattel made the announcement that they had finally obtained the license to produce MOTUC figures of characters created by Filmation. Shadow Weaver was the first such figure, and was made the Club Eternia exclusive figure for 2012.



ACCESSORIES



IT'S MAGIC! Shadow Weaver came with a wand that featured a translucent blue orb on the end. This was based on a wand she used in the Filmation POP cartoon.

NOVEL IDEA Shadow Weaver's second accessory was the Eldritch Book of Spells, which was a solid piece and therefore did not open.



MOTUC #080 • AFFILIATION The Evil Horde • **SUBSCRIPTION** Club Eternia 2012 Exclusive • **PRICE** \$20
ORIGINAL RELEASE MattyCollector.com (February 15, 2012) • **RELEASE TYPE** Carded Figure



WE ALL FLOAT Shadow Weaver came with a clear, removable stand that allowed her to appear to “hover” above the ground.



EVENING WEAR Shadow Weaver’s cape, which as made of a soft plastic, was permanently attached to the backs of her arms, somewhat restricting her movement.

PRETERNIA

Ancient Continent of Hidden Magic



After the creation of the Five Dimensions, the gods hid all of their magic deep within the core of a small planet in the center of the dimension of Eternia. Here, in the form of a star, it was guarded by the giant Procrustus. Over the centuries the magic slowly seeped out, blessing many wise Eternian wizards with the power to control and tap into these great magic energies.

Sensing the planet Eternia was the secret location of the gods’ magic, the Unnamed One bred an army of Snake Warriors to raid it, hoping to seize the magic for his revenge. Although his servant King Hssss conquered Eternia for three centuries, the Great Wars against King Grayskull and the Horde invaders eventually ended Hssss’ reptilian rule. During these wars, He-Ro’s techno virus spread across the planet, infecting Eternia and causing it to stand out in the universe as a planet mixed with both magic and technology.



TRIVIA

The following copy was written for Shadow Weaver’s sales page on MattyCollector.com: “The wicked Witch of the Horde is not only the inaugural Filimation-based figure in the MOTUC line, it’s her first-ever appearance in any toylines, ever! Only subscribers of 2012 Club Eternia may possess her, along with her magic book, wand and figure stand allowing her to supernaturally ‘hover’ in the air.”



The figure was originally supposed to come with a second wand as well as Imp disguised as a treasure chest, but these were both dropped before production.

Included with Shadow Weaver was a poster titled “Preternia Before the Spell of Separation.” For a closer look at this poster, see page 709.

The official bio for the Eldritch Book of Spells can be found on page 586.

Featured on Shadow Weaver’s cardback were Hordak, Leech, Grizzlor, Bow, and Adora.



KOBRA KHAN

Evil Master of Snakes



REAL NAME Khan of Clan Kobra **BIO** A descendent of the ancient Snake Men, Khan became fascinated with the many legends of their victories in the Great Wars. Breaking into the archives of Eternos Palace, he learned that the great King Hssss had been locked in the Void at the end of the war. In a ruse to free his King, Khan joined forces with Skeletor and, with the help of Evil-Lyn, they acquired Zodak's staff, the key to freeing his Snake Men brethren. Together he and Evil-Lyn opened the Snake Pit portal, releasing Hssss and his ageless army, returning their terror to Eternia. Khan went on to loyally serve Hssss, controlling his prey with his evil hypnotic mist!

VINTAGE VAULT The vintage Kobra Khan figure was released as part of the original toylines's third wave in 1984. The figure had the ability to spray water from its mouth like a water pistol, and it came armed with an orange gun.



UPDATE The MOTUC Kobra Khan was a faithful update of his

vintage action figure predecessor. The only slight deviations were the minor paint details on his belt and the stripe running down the middle of his chest and back. And while the MOTUC figure lacked the water-spraying action feature, the back of the figure's throat was sculpted with a tiny hole in an homage to the classic action feature.



A HEAD OF THE REST The vintage Kobra Khan figure did not feature a cobra hood, while the 2002 figure had a permanently-attached hood. For the MOTUC figure, Khan was given two heads: one with a hood and one without.

ACCESSORIES



MOTUC #081 • AFFILIATION The Snake Men • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$20
ORIGINAL RELEASE MattyCollector.com (March 15, 2012) • **RELEASE TYPE** Carded Figure

ALTERNATE

VIEWS Kobra Khan utilized the standard male shoulders, biceps, and upper legs along with Skeletor's hands and feet and Whiplash's forearms.



GUNS OUT In the vintage toyline, Kobra Khan and Zodac came armed with the same gun. For MOTUC, Kobra Khan was given a new gun sculpt that was similar to Zodac's but still unique to him.



SAY HELLO TO MY LITTLE

FRIEND "Fang" was Khan's constant companion in the 2002 MYP MOTU cartoon, although he wasn't given a name until it was listed on Kobra Khan's MattyCollector product page. The tiny lizard was sculpted to rest on Khan's shoulder.



TRIVIA

The following copy was written for Kobra Khan's sales page on MattyCollector.com: "Calculating and cold-blooded, Kobra Khan is ever loyal to King Hssss and his Snake Men brethren. This traitorous henchman to Skeletor arrives as a fully articulated figure, with 'hood up' and 'hood down' heads, classic blaster and his 2002-2003 lizard shoulder buddy Fang. (Sorry, vintage action msssst spraying feature is not included.)"



In June of 2016, Mattel would repaint this figure (with Buzz-Off's claws instead of hands) and re-release it as Camo Khan, a version of Kobra Khan based on a figure released by Argentinian toy company Top Toys in 1987. The figure came armed with a bright green version of Clawful's club.

An official bio for Fang ("Loyal Pet of Kobra Khan") can be found on page 587.

Featured on Kobra Khan's cardback were Evil-Lyn, King Hssss, Skeletor, Scareglow, and Trap Jaw.



THUNDER PUNCH HE-MAN

Heroic Leader with a Power Punch



REAL NAME Adam of the House of Randor **BIO** When Skeletor banished Randor to Despondos, he used Faker to convince the royal court that He-Man was not only a Gar but also responsible for the King's "death." This ruse turned the people of Eternia against He-Man, and he and the Masters soon became renegades in their own land. Driven to the underground City of Tundaria, the Masters reformed as an elite attack squad. They returned to the surface and found not only Skeletor ruling Eternia, but King Hssss and a newly returned Hordak also challenging for control. To enhance his strength for these new battles ahead, He-Man used the Powers of Grayskull to energize his weapons, giving them a new Thunder Punch to combat evil!

VINTAGE VAULT The vintage Thunder Punch He-Man figure was released as part of the original toyline's fourth wave in 1985. The figure came with a backpack that could hold a cap gun cartridge. Twisting the figure's waist and letting go would activate a spring-loaded "punch" that would also cause the cap gun cartridge to pop loudly.



UPDATE The MOTUC Thunder Punch He-Man

was made entirely of existing He-Man parts (plus Tri-Klops' left bracer) with the exception of his right fist, which was a newly-sculpted part. The MOTUC version of this figure featured removable armor, whereas the vintage version's armor was sculpted as a part of the figure's torso.



ACCESSORIES



MOTUC #082 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$20
ORIGINAL RELEASE MattyCollector.com (April 16, 2012) • **RELEASE TYPE** Carded Quarterly Figure



K.O. TP He-Man came with a translucent yellow “punching effect” which was sculpted to fit over his right fist.

EN GARDE Thunder Punch He-Man’s Power Sword was cast in translucent yellow plastic. This was the 14th time the Power Sword appeared in MOTUC.



SHIELD ME TP He-Man’s chrome shield was designed to store both his Power Sword and a single (non-functioning) blast cap.



STORAGE SPACE

TP He-Man’s backpack could be opened up to store the blast cap accessory.



THE STORY CONTINUES The figure came packaged with a mini-comic titled “The Powers of Grayskull Part One: The Legend Begins!” The title and cover art paid homage to a mini-comic with the same name in the vintage toylines which was intended as a three-parter but never continued past the first issue. The story within was given new artwork, and the details of the storyline were changed somewhat as well. Parts two and three would be released later with Snake Man-At-Arms and Dragon Blaster Skeletor. For a closer look at this comic, see page 593.



TRIVIA

The following copy was written for Thunder Punch He-Man’s sales page on MattyCollector.com: “Might makes right, and it’s lights out for anyone who battles this beefy bruiser! Thunder Punch He-Man is back to fight the good fight, and he kicks it up a notch by calling on the Powers of Grayskull to strengthen his weapons, giving him even more bang for the buck! This variant of He-Man is a fully articulated, highly detailed 6” figure and comes with: removable chest armor, battle sword, battle shield, snap-on punch effect, slug ‘cap’ accessory, long-awaited 30th anniversary mini comic! (#1 in a series of 3).”



The figure’s skin tone was much paler than past MOTUC He-Man figures. Mattel claimed that this was done intentionally, to fit with the storyline of He-Man and the renegade Masters of the Universe being driven underground for a time.

Featured on Thunder Punch He-Man’s cardback were Man-E-Faces, Roboto, Fisto, Teela, and Chief Carnivus.

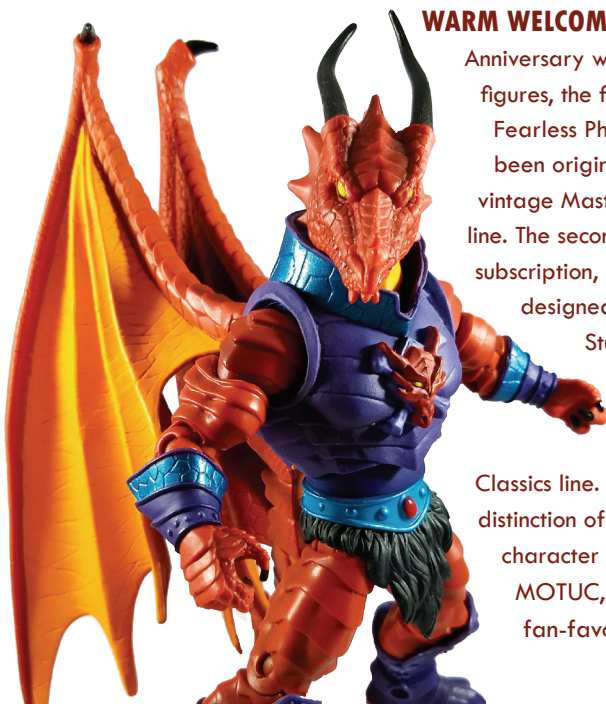


DRAEGO-MAN

Evil Fire-Breathing Menace



REAL NAME Renounced his given Dragonian name **BIO** During the Great Wars, the Dragons of Darksmoke fought in many epic battles against King Grayskull and the Snake Men. A magical half-human, half-dragon creation of the Great Black Wizard, Draego-Man was shunned by Granamyr and allied himself instead with the free people of Eternia. After the Truce of the Three Towers, Draego-Man became so disgusted with the humans that he isolated himself from all civilization, living as an outcast in the Caverns of Rakash. After several millennia of bitter retreat, Draego-Man discovered Skeletor's plans to enslave his dragon kin and use them as weapons against the Royal Palace. He returned from hiding to join Skeletor's Evil Warriors, seeking revenge against all who betrayed him. Draego-Man uses his flame breath and ability to manipulate fire to battle for the side of evil!



WARM WELCOME

Club 30th Anniversary was comprised of six figures, the first of which was Fearless Photog, which had been originally designed for the vintage Masters of the Universe line. The second figure in the subscription, Draego-Man, was designed by Four Horsemen Studios, the same team behind every sculpt in the Masters of the Universe Classics line. Draego-Man had the distinction of being the first all-new character to be released in MOTUC, and was easily the fan-favorite of the club.

ACCESSORIES



MOTUC #083 • AFFILIATION Evil Warriors • SUBSCRIPTION Club 30th Anniversary 2012 • PRICE \$20
ORIGINAL RELEASE MattyCollector.com (April 16, 2012) • **RELEASE TYPE** Carded Figure



IMPRESSIVE WINGSPAN

Draego-Man's impressive wings were newly sculpted parts that were later re-used on Granamyr and Lord Dactus.

TOO HOT TO HANDLE

Draego-Man came armed with a flaming sword. The Four Horsemen originally intended for him to come with four weapons, but all except this sword were nixed for budgetary reasons.



SHIELD ME The three deleted accessories were later released in Weapons Pak #3 (Great Unrest Assortment) later in 2012. Among them was this shield with a removable flame border.

EN GARDE This unlit version of Draego-Man's sword was the second deleted piece that later found a home in the third Weapons Pak.



WHIP IT GOOD This flaming whip was the final deleted Draego-Man accessory that later found a home in the third Weapons Pak.

SAME AS Draego-Man re-used King Hssss' shoulders, biceps and upper legs, He-Ro's boot tops, Whiplash's lower tail piece, and Hordak's ab piece, furry loincloth and feet.

TRIVIA

The following copy was written for Draego-Man's sales page on MattyCollector.com: "Fire raining down from the skies? Oh yes, you know you're in for something special!"



We're heating up our celebration of the 30th anniversary of the Masters of the Universe with Draego-Man, a fierce flyer who fights for team evil! For our second of six all-new original figures, we turned to the Four Horsemen, who not only sculpted this blazing bad boy, but also designed him, adding the first dragon figure to the MOTUC lineup! This 6" highly detailed, fully articulated figure includes a sizable snap-on tail, huge wings and a flaming sword."

The Four Horsemen's first choice for this figure's name, "Dragon Man," was not available for Mattel to use, as it is also the name of a Fantastic Four villain.

Featured on Draego-Man's cardback were Webstor, Clawful, Tri-Klops, Skeletor, and Whiplash.



STINKOR

Evil Master of Odors



REAL NAME Odiphus **BIO** Originally a Paleezean thief named Odiphus, Stinkor was banished from his village after helping a great warlord named Prahvus destroy their defensive weapons. Wandering throughout Eternia, curiosity led him to Tri-Klops' lab deep within Snake Mountain. There he caused an accident that infused his body with a horrid stench so powerful it drives away even Skeletor's Evil Warriors. After demonstrating how his stench power could be used as a weapon of warfare, Odiphus was recruited back to Snake Mountain and armed with a Power Vest Gas Mask created by Tri-Klops to funnel his stench directly at foes. Armed for combat and calling himself "Stinkor," Odiphus has the ability to stink and destroy with his odor of evil.

VINTAGE VAULT The vintage Stinkor figure was released as part of the original toyline's fourth wave in 1985. The figure came with removable armor and a blue shield.



UPDATE The vintage Stinkor figure was a repaint of the previously-released Mer-Man



figure with recolored Mekaneck armor. The MOTUC Stinkor followed suit by sporting a repainted Mer-Man head and armor that would later be re-used on the MOTUC Mekaneck. One noticeable but appropriate deviation, however, was the use of the furry body buck on the MOTUC version of Stinkor instead of the smooth body utilized by the vintage Stinkor figure.

ACCESSORIES



MOTUC #084 • AFFILIATION Evil Warriors • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$20
ORIGINAL RELEASE MattyCollector.com (May 15, 2012) • **RELEASE TYPE** Carded Figure



SHIELD ME Just like his vintage predecessor, MOTUC Stinkor came with a blue shield. This piece originally appeared with the Eternian Palace Guards.

HEADS UP Stinkor came with an alternate head sculpt inspired by his redesign for the 2002 MYP MOTU cartoon series.



PLUG IT IN Also inspired by the character's 2002 redesign, the figure came with a removable blue gas mask and a breathing apparatus that plugged into the front of his armor.



GUN SHOW Stinkor's gun was a new piece. He did not carry a gun in the vintage line or the 2002 MYP MOTU cartoon series.



TANKS FOR THE MEMORIES

The figure's removable blue tanks were based on the character's redesign for the 2002 MYP MOTU cartoon series.

ALTERNATE VIEWS

Stinkor utilized Mer-Man's head, Beast Man's torso, shoulders, biceps and upper legs, the standard male furry loincloth, and Skeletor's hands, boot tops, and feet. Stinkor was given an additional furry neck piece that was glued in place.



TRIVIA

The following copy was written for Stinkor's sales page on MattyCollector.com: "They say he who smelt it dealt it, but this time it's Stinkor who's got the Masters of the Universe running for cover! Rotten to the core, the Evil Master of Odors reeks of patchouli just like the vintage figure. This collection-essential character is fully articulated and includes a long list of accessories to assist him in malodorous misbehavior: Swappable chest piece (modern handle or vintage red dot), removable armor, classic and modern heads, face mask, removable back tank, odor blaster, vintage shield."



Just like his vintage action figure, the plastic used to make Stinkor was mixed with patchouli oil, giving the figure a real smell that was quite strong. Additionally, the callout on the packaging ("Product has real smell...it's fun!") was identical to the callout on the vintage figure's packaging.

Although not readily noticeable, Stinkor's forearms were reversed.

Featured on Stinkor's cardback were Kobra Khan, Faker, Keldor, Skeletor, and Whiplash.



SLUSH HEAD

Scaly Goon Squad Thug



REAL NAME Kalamarr **BIO** This grotesque, scaly, web-footed creature from Denebria's stinking Quagmire Swamp had his head permanently encased in a plateelium dome full of the swamp's foul waters. He carries a trident spear gun and a saber axe, as well as two huge mechanical tentacles for grabbing and crushing his foes. As a petty thug and pickpocket, Kalamarr bounced in and out of Prison Starr throughout his youth. Just when he began getting his life in order, Skeletor arrived on his quest to overthrow the Horde Empire. The promise of riches and power were enough to sway this mutant moron and goon squad member to Skeletor's evil ways.

VINTAGE VAULT The vintage Slush Head figure was released as part of the "He-Man" toyline's first wave in 1989. The figure's right arm was spring-loaded to chop downwards when raised. Slush Head came armed with a gun/axe weapon.



GONNA REACH OUT AND GRAB YA Slush Head came equipped with two mechanical tentacles with claws on the end (one of which was hinged). These two pieces plugged into his backpack, were removable, and could swivel at both ends, but were not bendable.

ACCESSORIES



MOTUC #085 • AFFILIATION Space Mutants • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$20
• **ORIGINAL RELEASE** MattyCollector.com (May 15, 2012) • **RELEASE TYPE** Carded Figure

DOUBLE THREAT

As with the vintage figure, the MOTUC Slush Head's weapon doubled as both a gun and an axe.



WATER LOGGED The vintage Slush Head figure featured a domed helmet that was filled with a saline/water solution. The MOTUC Slush Head came “dry,” but there was a plug in the back of his helmet that allowed collectors to fill it with water if they so wished. The side of Slush Head’s package bubble even read, “Fill helmet with water...it’s fun!”



INARTICULATE In order to accommodate the figure’s water feature, Slush Head’s head and dome were permanently attached to the figure’s removable armor. As a result, the figure lacked any neck articulation. It also did not have the head-swapping feature of most MOTUC figures.



TRIVIA

The following copy was written for Slush Head’s sales page on MattyCollector.com: “He may not be the brightest star in the galaxy, but if you’re looking for loyalty, then dim-witted disaster Slush Head is definitely your go-to goon. Flogg’s favorite fiend is highly detailed and outfitted with tentacles that end in fully articulated claws. He includes removable armor, a space blaster, and, just like the vintage toy, an encased cranium that really holds water (swamp stench and water not included).”



Slush Head was only the second Space Mutant released in MOTUC and the first since Optikk two years prior.

Slush Head re-used Whiplash’s torso, shoulders, and thighs; Mer-Man’s hands; Skeletor’s feet; Kobra Khan’s forearms; Icarus’ shins and shorts; and the standard male biceps.

The tubing on the figure’s arms was not removable.

Featured on Slush Head’s cardback were Optikk, Faker, Battle Armor Skeletor, Icarus, and Roboto.

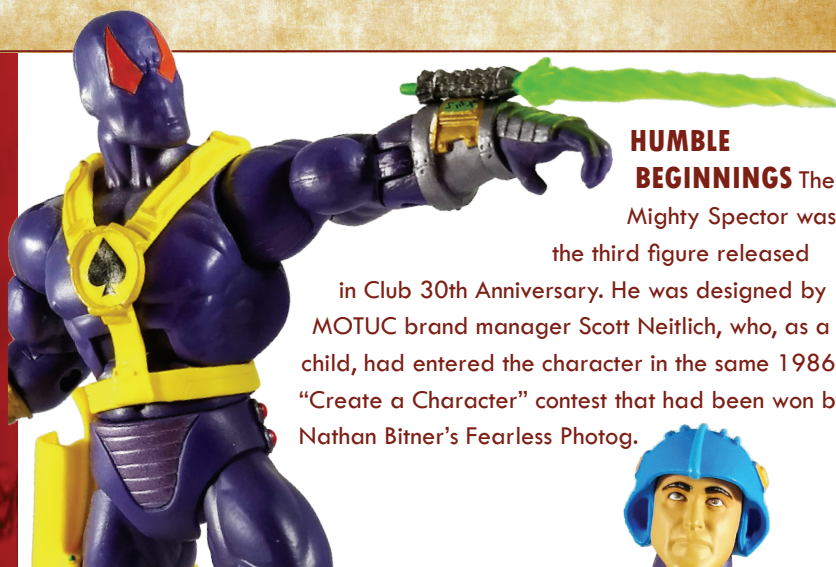


THE MIGHTY SPECTOR

Heroic Master of Time Travel



REAL NAME John Spector **BIO** After Skeletor banished King Randor to Despondos, he seized his rightful throne and dismantled the Eternian Palace Guards. Loyal to Marlena and the Royal Household, Lt. Spector was cut off from the rest of the Masters of the Universe when he was thrown into a time portal and flung into the future. In this new time, he served King He-Man and was given a special suit reverse-engineered from the Cosmic Key. Using its powers, Spector could travel into time, fighting for the Royal Family as their agent throughout Eternia's history. Spector uses his Vortex Suit to turn the tide in battle, loyally serving the King and Queen of Eternia.



HUMBLE BEGINNINGS The Mighty Spector was the third figure released

in Club 30th Anniversary. He was designed by MOTUC brand manager Scott Neitlich, who, as a child, had entered the character in the same 1986 "Create a Character" contest that had been won by Nathan Bitner's Fearless Photog.



SEEING DOUBLE The name Lt. Spector was first mentioned in the bio for the Eternian Palace Guards. Considering that one of the guards' heads was sculpted to look like Neitlich, it stands to reason that this particular Palace Guard was actually the Lt. Spector who eventually became The Mighty Spector.



ACCESSORIES



MOTUC #086 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** Club 30th Anniversary 2012 • **PRICE** \$20
ORIGINAL RELEASE MattyCollector.com (May 15, 2012) • **RELEASE TYPE** Carded Figure



BACK TO THE FUTURE The time-travel device on Spector's left wrist took its design cues from the Cosmic Key, which was mentioned in Spector's bio and was also released as an accessory with both Preternia Disguise He-Man and Gwildor.

CUTS LIKE A KNIFE The time travel device on Spector's wrist could be removed and replaced with a "plasma knife."



GUNS OUT The Mighty Spector's third accessory was a laser gun, which could be stored in the holster on his hip.



DRAW Spector's holster attached at his belt and also fastened around his leg. It was removable, as was his chest harness, which was a separate piece from the holster.



ALTERNATE VIEWS The Mighty Spector utilized the standard male torso, shoulders, biceps, right forearm, right hand, and upper legs, as well as Trap Jaw's left hand, shorts, and boots. Spector's head and left forearm were newly sculpted parts.

TRIVIA



The following copy was written for The Mighty Spector's sales page on MattyCollector.com: "Ready to clean evil's clock at a moment's notice, King He-Man's Time Agent dedicates his life to defending the royal household and protecting the time stream during the Eternian Time Wars. The third figure in the MOTU 30th Anniversary Series, this all-new character is designed by Scott 'Toy Guru' Neitlich and sculpted by the Four Horsemen. With these accessories, he fights the good fight whenever, wherever he's needed: removable armor, Cosmic Key wrist controller, plasma knife, blaster."

When The Mighty Spector was first revealed, his prototype was shown with an energy whip accessory, but this was removed before production.

The back of The Mighty Spector's card showed one of the Eternian Palace Guards bearing the name "Lt. Spector." This was the only time in MOTUC that an otherwise nameless army builder figure was later given an official name on a cardback.

Featured on The Mighty Spector's cardback were Hurricane Hordak, King Hssss, Battleground Teela, Kobra Khan, Lt. Spector, and Evil-Lyn.

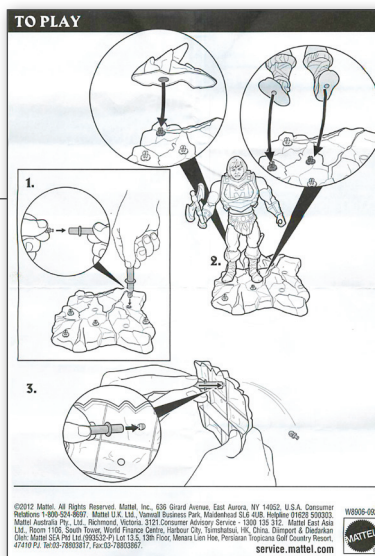


SNAKE MOUNTAIN STANDS

For 6" Figures



INTRODUCTION Snake Mountain Stands were small, stone-like figure display stands that were packaged five to a box and retailed for \$12 each. They were not included as part of the 2012 subscription plan, but were instead made available for sale on May 15, 2012, along with Stinkor, Slush Head, and The Mighty Spector.



PACKAGING The stands came packaged in a basic white box with minimal exterior graphics. Inside, the five stands and small side walls were packaged in separate baggies, with another baggie for the pegs and insertion tool. There was also an instruction sheet, although assembly was rather self-explanatory.



SCULPTING & PAINT

The bases and small side walls had a stony, jagged look reminiscent of the vintage Snake Mountain playset. The base was about 4"x4", and the small side wall was 2" tall by 3" wide. The base was partially painted to give it the appearance of flowing lava.



MOTUC #087 • AFFILIATION N/A • SUBSCRIPTION N/A • PRICE \$12

• ORIGINAL RELEASE MattyCollector.com (May 15, 2012) • RELEASE TYPE Boxed Figure Stands

ASSEMBLY There were ten small pegs included, as well as a tool to insert them into the base. The base itself had eight holes — one to attach the small rock wall, and the other seven to be used with the feet of a figure.

The fit on both the bottom of the foot and on the stand was tight, but the posts were not solid pieces. Instead, they were split so that they were easier to insert and then stay firmly in place.

The pegs were not really necessary to hold the small wall in place, as it stood quite well on its own. The pegs did help to keep figures standing in both vanilla and certain action poses.



TRIVIA

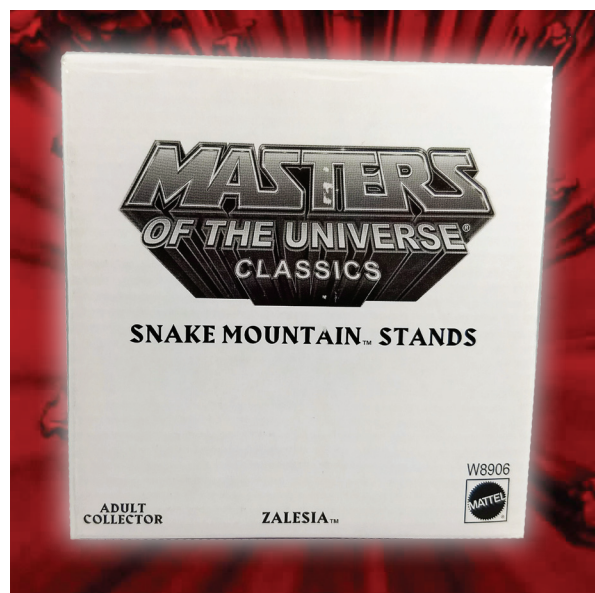
The following copy was written for the stands' sales page on MattyCollector.com: "The time is now for the villains of the cosmos to take a stand against all that is good! Actually, they can take five of them with our Snake Mountain Stands set. Designed to hold most 6" MOTUC figures (heroes fit, too, but don't tell the Snake Men), the stands feature a rock and lava theme sculpted right into the base, and, for an extra dose of drama, a spiky stalagmite. And don't leave the good guys lying down on the job... get them their own Castle Grayskull stands!"



DESIGN The bases could be placed together to create a wider "floor" for battle scenes.



DISPLAY The most obvious use of the stands was for display purposes, even though most MOTUC figures had no issue standing on their own.

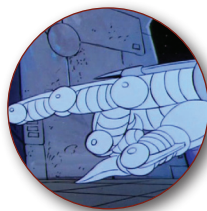


HORDE PRIME

Supreme Ruler of the Horde Empire



REAL NAME Anillis Kur **BIO** Evil dictator of a galaxy-spanning empire, the tyrannical Horde Prime rules from his throne on Horde World. Systematically wiping out many of the Cosmic Enforcers, Anillis gained his greatest triumph when he infected his arch enemy He-Ro with a mind wiping techno-organic virus and banished him to the far off magical planet of Eternia. Knowing his scheming younger brother's ambition, Anillis sent him on a foolish quest to ensure He-Ro was defeated, never realizing that in doing so he would set about a destined series of events that five millennia later would lead to his defeat at the hands of the twin warriors He-Man and She-Ra!



CARTOON CORNER In the Filmation POP cartoon, Horde Prime was nothing more than a mechanical hand and an ominous voice; he was otherwise never

physically depicted on screen. For Masters of the Universe Classics, Mattel and the Four Horsemen were able to finally give the character a full design.



IT RUNS IN THE FAMILY With the exception of an unpainted test shot that leaked on-line, Mattel was largely able to keep Horde Prime's face a secret until the figure began arriving in collectors' mailboxes, even excluding the head from samples sent out for early reviews.

ACCESSORIES



ALTERNATE VIEWS

Horde Prime utilized the standard male torso and upper legs, Roboto's arms, the Faceless One's skirt piece, and Hordak's boots, hood, and armor.



MOTUC #088 • AFFILIATION The Evil Horde • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$20
ORIGINAL RELEASE MattyCollector.com (June 15, 2012) • **RELEASE TYPE** Carded Figure

BONUS ACCESSORY In addition to his crossbow attachment, Horde Prime was intended to come with a staff, but this accessory was cut prior to production for budgetary reasons. Four months later, the staff was included in Weapons Pak #3 (Great Unrest Assortment).



DON'T CROSS ME Either of Horde Prime's hands could be removed and replaced with his crossbow attachment, the design of which included a tiny Hordak face.

JUMPING OFF THE PAGE Unlike in the Filmation POP cartoon where his face was never seen, Horde Prime was fully depicted in the 1980s UK MOTU comics. An alternate head was included in the package for Horde Prime, paying homage to this design. Additionally, by placing this alternate head, Horde Prime's cape, and Cy-Chop's belt on the Might Spector body, collectors could create a fairly accurate facimile of Horde Prime's overall design from the UK MOTU comics.



TRIVIA

The following copy was written for Horde Prime's sales page on MattyCollector.com: "He's finally out of the shadows... remove his mask and look upon the face of evil! Does Horde Prime bear a resemblance to his sinister brother, Hordak? At long last fans will know when his face is revealed with this figure designed by the Four Horsemen. The leader of the intergalactic Horde Empire comes ready to defend his throne with an arm laser cannon attachment, and since they say two heads are better than one, we've also included a handy second head inspired by the UK Comic Books."



Horde Prime's arms were compatible with attachments from Trap-Jaw, Roboto, Spikor, and other figures in the line.

The official bio for Horde Prime's alternate head sculpt ("Horde Supreme — Evil Conquering Prince of the Horde Empire") can be found on page 595.

Featured on Horde Prime's cardback were Hordak, Grizzlor, Leech, He-Man, and She-Ra.



SNAKE MAN-AT-ARMS

Transformed Master of Weapons



REAL NAME Duncan of the Viper Clan **BIO** Duncan heroically served King Randor throughout their battles with Skeletor and the Snake Men as Eternia's chief war strategist and weapons maker. Exposed to the Serpent's Ring, Duncan was magically transformed by King Hssss into a snake man permanently. Under this evil spell, he used his genius to create great and horrific machines of war for the Snake Men as they battled for control of Eternia. Eventually, Duncan was forced to battle against Clamp Champ, who had since replaced him as Royal Man-At-Arms. In their epic final duel during the Second Ultimate Battleground, Duncan was mortally wounded, but not before momentarily recovering his humanity thanks to a spell cast by his daughter Teela, the new Sorceress of Grayskull.



CARTOON CORNER In the MYP MOTU cartoon episode "Second Skin," King Hssss uncovered an artifact

called the Serpent's Ring which allowed him to turn people into Snake Men. This figure paid homage to Man-At-Arms' appearance in this episode. The figure's bio made reference to a planned (but never produced) cartoon storyline that would have seen King Hssss capture Man-At-Arms, transforming him back into a Snake Man and employing him as his personal inventor and engineer.



ACCESSORIES



BONUS ACCESSORY The Serpent's Ring, a magical artifact which enabled King Hssss to turn people into Snake Men, was both introduced and destroyed in the MYP MOTU episode "Second Skin." It was included here as an accessory for King Hssss. An official bio for this accessory can be found on page 604.

MOTUC #089 • AFFILIATION The Snake Men • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$20
ORIGINAL RELEASE MattyCollector.com (June 15, 2012) • **RELEASE TYPE** Carded Quarterly Figure

FAN FEEDBACK

When Snake Man-At-Arms was first shown at NYCC in 2011, he was simply a Man-At-Arms figure with a new head and yellow armor (closer to the character's coloring in the 2002 cartoon). Fans quickly pointed out that there were other ways to make the figure more closely resemble his 2002 appearance, and Mattel obliged by re-using Trap-Jaw's upper legs, Man-E-Faces' shoulders, and Roboto's biceps, giving the figure a more accurate "armored-up" design. The figure was also originally supposed to include an alternate, helmetless head (with ponytail) and an arm cannon, but both pieces were nixed for budgetary reasons only to reappear later in the line with other releases.

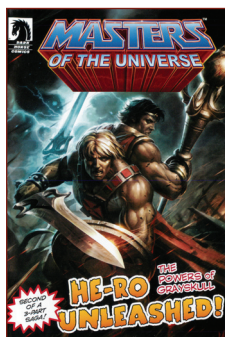


TRIVIA

The following copy was written for Snake Man-At-Arms' sales page on MattyCollector.com: "Former weapons master Duncan has shed his noble ways and slithered over to the dark side thanks to an evil spell. Changed forever into the reprehensibly reptilian Snake Man-At-Arms, this figure arrives with a replica of the Serpent's Ring responsible for his transformation, as well as the mace he now yields in service of the evil King Hssss. Also included is issue #2 of the all-new 30th Anniversary mini-comic (#2 in a series of 3)."



Featured on Snake Man-At-Arms' cardback were Hordak, Grizzlor, Leech, Horde Prime, Shadow Weaver, and Catra.



THE STORY CONTINUES

The figure came packaged with a mini-comic titled "The Powers of Grayskull Part Two: The First Ultimate Battleground!", which was the second of a 3-part saga that began with the mini-comic issued with Thunder Punch He-Man. For a closer look at this comic, see page 603.



THE STORY CONTINUES, PART TWO

The unproduced 40th episode of the MYP MOTU cartoon series, "Captured," was released as a mini-comic exclusive to the series' season 3 DVD release at Best Buy. This episode's storyline concluded with the capture of Man-At-Arms by King Hssss and his subsequent transformation back into a Snake Man.

CARTOON ACCURATE

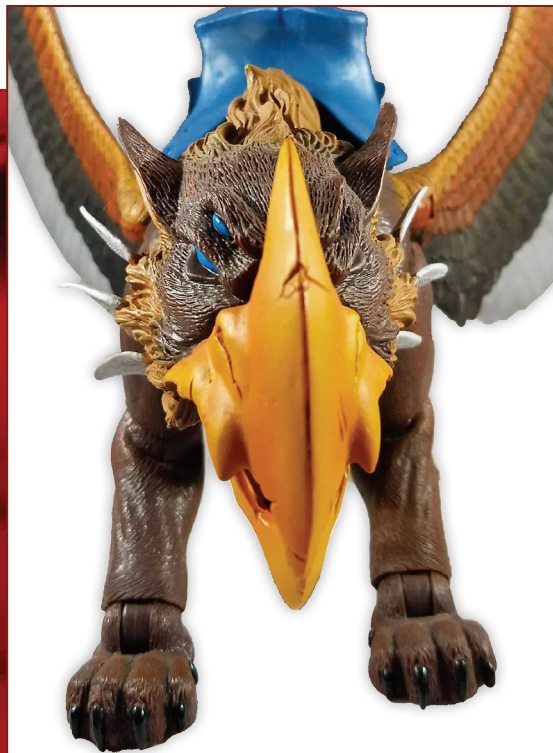
By placing the original Man-At-Arms head on the Snake Man-At-Arms body, collectors could create a version of the figure that resembled the character's appearance in the 2002 MYP MOTU cartoon.



TASTE THE MACE

Snake Man-At-Arms' mace was identical to the accessory included with the original Man-at-Arms figure, but cast in a yellow plastic instead of orange.





REAL NAME Varies **BIO** Griffins, great flying beasts originally brought to Eternia by Star Merchants, broke free and lived in a wild colony deep in the Vine Jungle. Here they were once again enslaved, becoming the steed of choice for the savage Beast Men living in their treetop villages. Raquill Rqazz, a Beast Man serving Skeletor from Snake Mountain, often calls upon several Griffins to carry him and his master into battle. During the Second Ultimate Battleground, several hundred Griffins were commanded to attack Grayskull Tower, hoping to weaken the Masters' defense perimeter. Soaring high above Eternia, Griffins bring terror to those below!



CARTOON CORNER Griffins made their first appearance in the debut episode of the 2002 MYP MOTU cartoon series. The creatures subsequently appeared in a total of 20 episodes of the series, making their final appearance in "The Power of Grayskull."



SAME AS The Griffin re-used Battle Cat's front legs, front paws, lower body, and back legs, as well as Swiftwind's wings, which were removable.



MOTUC #090 • AFFILIATION Evil Warriors • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$30
• **ORIGINAL RELEASE** MattyCollector.com (June 15, 2012) • **RELEASE TYPE** Boxed Beast

RIDE LIKE THE WIND

The Griffin's saddle, which was a newly-sculpted piece, was designed to carry one figure.



NEW Among the Griffin's newly-sculpted parts were his head (featuring a hinged jaw), saddle, rear paws, and double-ended tail.

UNBRIDLED The Griffin's saddle was removable.



TRIVIA

The following copy was written for the Griffin's sales page on MattyCollector.com: "This beady-eyed brute is cleared for takeoff and ready to attack! The lion might lie down with the lamb, but the Griffin would rather fly into battle with a warrior on his back. Sporting a beak only a mother could love and a massive wingspan, this impressive oversized figure is fully posable and comes with a removable saddle that can accommodate a rider, such as the Beast Man figure."



Griffins were one of only two army-building beast figures released in MOTUC; the other being the Shadow Beasts.

Featured on Griffin's cardback were Skeletor, Beast Man, Mer-Man, Tri-Klops, Whiplash, Kobra Khan, Evil-Lyn, Trap Jaw, and Webstor.



VYKRON

Ultimate Eternian Champion



REAL NAME Vykrone **BIO** Fifty years before Prince Adam was born, Vykrone the Warrior fought in the gladiatorial arena of Lord Choloh, ruler of the Vine Jungle. Learning from each defeated opponent, he became a master of many combat techniques and weapons. As much a champion as a showman, he would often dress in outlandish garb to rouse the crowd and show off his skills. In his final match, he fought against the great Gygor. Before a cheering crowd, the evil fighting gorilla ripped Vykrone's body in half – at long last defeating the arena champion. Following this match, Gygor claimed not only the arena championship but rule of the Jungle itself, forcing Choloh to abdicate his throne. In life, Vykrone was the greatest of Choloh's gladiatorial warriors, fighting in any environment at any time.

SEEING TRIPLE When the designers behind the vintage Masters of the Universe topline first pitched the concept to Mattel's upper management, their idea was that the main character could wear different outfits and fit



different eras. A prototype figure was created and presented as a military man, a barbarian, and a space man. Mattel's upper management liked the barbarian and decided to pursue that angle, and the idea of a figure wearing multiple outfits was dropped. For Masters of the Universe Classics, Mattel decided to pay homage to this original pitch by naming the character Vykrone and giving him a story and a figure of his own, equipped with all the necessary pieces to recreate the three "looks" from the original design pitch.



ACCESSORIES



MOTUC #091 • AFFILIATION None • **SUBSCRIPTION** n/a • **PRICE** \$30

ORIGINAL RELEASE San Diego Comic-Con (July 12–15, 2012) • **RELEASE TYPE** Boxed Exclusive Figure



THE BARBARIAN In order to create the “barbarian” look (left), the figure included a removable helmet (with hair attached), harness, shin armor, and an axe.

TRIVIA

The following copy was written for Vykrone’s sales page on MattyCollector.com: “If clothes make the He-Man, then this pitch prototype for the 1982 lineup is destined to be the star of the MOTU 30th Anniversary celebration thanks to a choice of three outfits: barbarian, spaceman, and military warrior! Wearing the ‘armor of defeated opponents,’ you’ll get him in-package dressed as a barbarian only at SDCC, but you can find him here at MattyCollector.com after the show packed as a spaceman or military warrior (all three outfits are included regardless of where he’s purchased).”



SPACE ACE Vykrone’s “Space Ace” look was accomplished with a removable helmet, harness, jetpack, belt, gauntlets, boots, and a gun.

The figure was first offered for sale as an exclusive at the 2012 San Diego Comic-Con. He was then offered up for sale to the general public on MattyCollector.com after SDCC was over.

In late 2019, official bios for “Tank Top” (see page 590) and “Space Ace” (see page 591) were revealed on He-Man.org, establishing these two variations of Vykrone as separate characters.

Vykrone utilized the standard male torso, shoulder, biceps, furry loincloth, legs, and boots. His head, forearms, and hands were newly sculpted pieces. The head beneath the helmet had no hair and was used for both the barbarian and the space man outfits.

Featured on Vykrone’s cardback were Zodac, Mer-Man, Wun-Dar, Beast Man, the Goddess, and the Faceless One.



TANK TOP In order to create Vykrone’s military look, the figure included a “tank” head, harness, gauntlets, boots, and a rifle.



SPIKOR

Untouchable Master of Evil Combat



REAL NAME Kleffton **BIO** Originally a blacksmith from the Eternian village of nor, Kleffton was fused with an enchanted suit of spiked armor and a mystic trident when he attempted to steal a sacred scroll from the city's high priests. Banished from his home, Kleffton became an outcast, wandering into the Sands of Time. He was discovered by Skeletor, who saw his natural talent to forge weapons and recruited him to battle against the Snake Men. Now called Spikor, he serves Skeletor by creating new arms and armor for the Overlord of Evil. Spikor uses his spike-studded body and trident arm as mighty weapons!

VINTAGE VAULT The vintage Spikor figure was released as part of the original MOTU toyline's fourth wave in 1985. The figure featured a retractable trident in its left arm and came equipped with an orange spiked mace.

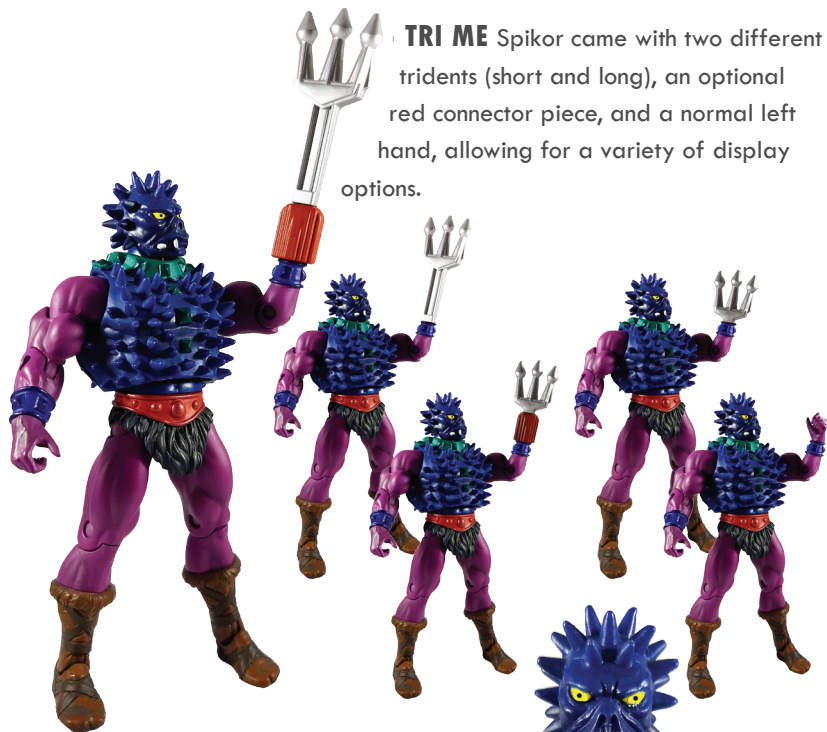


UPDATE While the vintage Spikor figure had a unique, spiked torso, the MOTUC version of the figure was given a spiked armor overlay over a standard male torso. Additionally, while the vintage figure sported either a solid black or a black/silver trident, the MOTUC figure's trident was solid silver.

ACCESSORIES



MOTUC #092 • AFFILIATION Evil Warriors • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$20
ORIGINAL RELEASE MattyCollector.com (July 16, 2012) • **RELEASE TYPE** Carded Figure



TRI ME Spikor came with two different tridents (short and long), an optional red connector piece, and a normal left hand, allowing for a variety of display options.

TASTE THE MACE Like his vintage predecessor, Spikor came armed with an orange mace.



WELL ARMED Spikor's left arm was compatible with attachments from Trap-Jaw, Roboto, Hurricane Hordak and others.

ALTERNATE VIEWS Spikor was comprised almost entirely of parts from the standard male buck. His only new parts were his forearms and head.



TRIVIA

The following copy was written for Spikor's sales page on MattyCollector.com: "Pair a prickly personality with a spiky suit of armor and you get this bad-boy blacksmith, skilled at creating arms of destruction for the dark side. This long-awaited, fan-demanded figure finally arrives complete with removable armor, vintage war club, and three interchangeable hands, including both long and short tridents, as well as a human hand for his vintage Filmation/mini-comic look."



A second Spikor figure, based on his appearance in the Filmation MOTU cartoon, was released by Super7 as a Power-Con exclusive in the fall of 2018.

Spikor's mace, in red, was later included as an accessory for the Batros figure.

Featured on Spikor's cardback were Kobra Khan, Skeletor, Trap Jaw, Whiplash, and Clawful.



SIR LASER-LOT

Heroic Knight of Grayskull



ACCESSORIES



REAL NAME Unrevealed **BIO** Across the continent of Preternia, the mightiest of King Grayskull's knights was Sir Laser-Lot, a master of weapons and hand-to-hand fighting techniques. He wore an enchanted suit of armor powered by the great Gem of Tamadge which enhanced his strength and let him unleash powerful energy blasts. So legendary were his deeds that the future king He-Man sent one of his loyal Time Agents into the past to bring Sir Laser-Lot forward to his time. Here, Sir Laser-Lot became the King's new Man-At-Arms, training both the Royal Guards and the King's young son Dare in ancient battle techniques. Sir Laser-Lot uses his energy blade to fight for chivalry and justice in any time.

ORIGINS Sir Laser-Lot was the fourth figure released in 2012's Club 30th Anniversary. He was designed by DC Comics Chief Creative Officer Geoff Johns when he was only eight years old and submitted as an entry in Mattel's 1986 Create a Character contest. The character made its media debut in the digital comic "The Lost Knight" in June of 2012 and later appeared again in the "Eternity War" mini-series in 2015.



SHIELD ME Sir Laser-Lot's shield was made from translucent blue plastic with silver painted detailing.

MOTUC #093 • AFFILIATION Future Heroic Warriors • **SUBSCRIPTION** Club 30th Anniversary 2012 • **PRICE** \$20
ORIGINAL RELEASE MattyCollector.com (August 15, 2012) • **RELEASE TYPE** Carded Figure

ALTERNATE VIEWS

Sir Laser-Lot utilized the standard male shoulders, torso, biceps, and upper legs, Hordak's gloves, Bow's boots, and Man-E-Faces' lower torso. His head was the only newly-sculpted piece.



TASTE THE MACE

Sir Laser-Lot's mace was made from translucent red plastic with a painted black handle.

EN GUARDE Sir Laser-Lot's third accessory was a sword made from translucent red plastic with a yellow handle.



BONUS Sir Laser-Lot's mace, sword and shield were re-released in black and gray in 2013's Weapons Pak #4 (End of Wars Assortment). Some fans decided to consider these accessories as "powered-down" versions of Sir Laser-Lot's weapons.



TRIVIA

The following copy was written for Sir Laser-Lot's sales page on MattyCollector.com: "They say the secret to successful swordplay is in the twist of the wrist, and Sir Laser-Lot wields his weapons with stunning skill. He swiftly slices and dices enemies of Eternia with his energy blade, proving himself a true and loyal servant to the King. Created by comic legend Geoff Johns for the 30th Anniversary series, the Sir Laser-Lot figure arrives armed with his Laser Sword, Laser Mace and Shield."



The cape and armor were a single piece and were removable. These two pieces would later be used again for the Plasmar figure.

An official bio for the Gem of Tamadge can be found on page 597, with additional information contained in the bio for Tamadge on page 613.

Featured on Sir Laser-Lot's cardback were King Grayskull, He-Ro, Moss Man, the Goddess, and The Mighty Spector.



GALLERY

MEKANECK

Heroic Human Periscope!



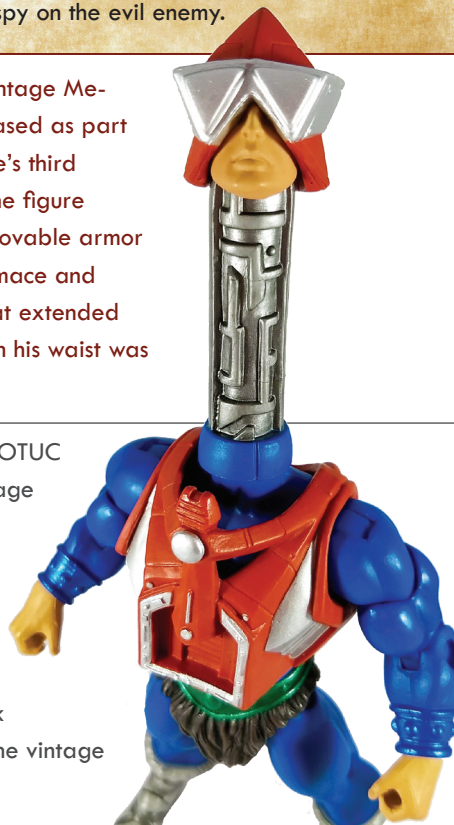
REAL NAME Orius **BIO** Injured in the Battle of the Avions during the Great Unrest, Orius was brought by Man-At-Arms to Castle Grayskull where he was healed by the Sorceress. The magic spell replaced his neck with an ever-expanding mechanical construction made of microscopic nanites. By increasing or decreasing the number of nanites in his body, Orius gained the ability to grow his neck to almost unlimited length. Taking the code name Mekanek, he served the royal household as a loyal member of the Masters of the Universe, using his amazing periscope neck to spy on the evil enemy.



VINTAGE VAULT The vintage Mekanek figure was released as part of the original toyline's third wave in 1984. The figure came with removable armor and a yellow mace and had a neck that extended from his body when his waist was turned.

LOOK OUT

The MOTUC Mekanek figure dropped the vintage figure's action feature in favor of a neck piece that could be added after first removing the figure's head. This approach to Mekanek's "action feature" allowed the figure to retain its neck articulation, which was something the vintage figure lacked.



ACCESSORIES



MOTUC #094 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** Club Eternia 2012 • **PRICE** \$20
ORIGINAL RELEASE MattyCollector.com (September 17, 2012) • **RELEASE TYPE** Carded Figure



JOIN THE CLUB Mekaneck came armed with an updated version of his vintage figure's yellow club.

I SPY In his various media appearances, Mekaneck could stretch his neck much farther than his vintage action figure could. To reflect this ability, the MOTUC Mekaneck came with a second, "extra-long" neck extension piece.



MEGA-NECK The extender pieces could be combined to create one incredibly long neck, although the effect was broken by the blue collar at the base of either piece.



ALTERNATE VIEWS Mekaneck utilized the standard male torso, shoulders, biceps, furry loin cloth, legs, and boots, as well as He-Man's right bracer, Tri-Klops' left bracer, and Stinkor's armor. His only new pieces were his head, neck extenders, and club.

TRIVIA

The following copy was written for Mekaneck's sales page on MattyCollector.com: "Optikk can spy with his little eye, but Orius can really go the distance! This member of the Heroic Warriors is more than willing to stick his neck out for a good cause, thanks to the nifty nanites that allow him to reach towering heights. This figure arrives with two fully-articulated, interchangeable neck segments, allowing for a total of three different lengths, as well as a war club and removable armor."



Many fans have theorized that Mekaneck's club was designed to double as a telescope, although this has never been confirmed in any media.

The short neck extension piece was 2" long, while the longer piece was 5" long. This means the Mekaneck figure could stand 7", 9", 12" or 14" tall, depending on which pieces were used.

Featured on Mekaneck's cardback were Snake Man-At-Arms, Man-E-Faces, Snout Spout, Thunder Punch He-Man, and Teela.



DRAGON BLASTER SKELETOR

Evil Leader & His Dreadful Dragon with Paralyzing Spray!



REAL NAME Keldor of the House of Miro **BIO** As the ruler of Eternia following Rador's banishment, Skeletor created a new magical armor infused with an Eternian dragon, giving him the power to paralyze his enemies at first glance. His rule was cut short, however, when Skeletor's former master Hordak returned from Despondos with the help of Evil-Lyn. Hordak not only overthrew Skeletor, but drove the Snake Men into hibernation. Forced into a war on multiple fronts, Skeletor continued to lead his Evil Warriors into battle, often having to fight side-by-side with his former enemies – the now renegade Masters of the Universe. Perched on his master's armor, the evil dragon "pet" of Skeletor stops his enemies cold with his paralyzing jet spray of venom.

VINTAGE VAULT The vintage Dragon Blaster Skeletor figure was released as part of the original toyline's fourth wave in 1985. The figure featured removable armor with an attached dragon that could spray water out of its mouth like a squirt gun. It also came armed with a purple Power Sword.

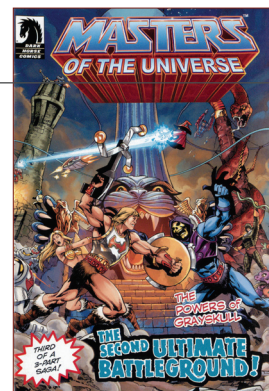


UPDATES Like its vintage predecessor, the MOTUC Dragon Blaster Skeletor

came with armor that featured an attached dragon on its back, a green padlock, green wrist cuff, and a real metal chain. This version of Skeletor was notable because it was designed to more closely resemble the vintage figure, whereas previous Skeletor figures in the line were based on the vintage cross-sell art. This means Dragon Blaster Skeletor was given Whiplash's barbed forearms and Kobra Khan's feathery greaves.



THE SAGA CONTINUES Dragon Blaster Skeletor came packaged with a mini-comic titled "The Powers of Grayskull Part Three: Battle for the Fate of the Universe!", which was the conclusion of a 3-part saga that began with the mini-comic issued with Thunder Punch He-Man and continued with the issue included with Snake Man-At-Arms. For a closer look at this comic, see page 613.



ACCESSORIES



MOTUC #095 • AFFILIATION Evil Warriors • SUBSCRIPTION Club Eternia 2012 • PRICE \$20
ORIGINAL RELEASE MattyCollector.com (September 17, 2012) • **RELEASE TYPE** Carded Quarterly Figure



EN GUARDE Dragon Blaster Skeletor came armed with a purple version of the Power Sword, making its 15th appearance in MOTUC.

STUCK ON YOU The dragon's collar was attached to a chain that was looped through the front of Skeletor's armor, which meant that the dragon could not be completely removed from the armor without breaking the chain.



SAY HELLO TO MY LITTLE FRIEND The vintage dragon accessory had an open mouth and a water-spraying action feature (like Kobra Khan). The MOTUC version lacked the action feature, and the dragon was sculpted with a closed mouth.



TRIVIA

The following copy was written for Dragon Blaster Skeletor's sales page on MattyCollector.com:



"Others might have a monkey on their back, but the Evil Lord of Destruction has something much better ... a dragon! No cute pet, this Dreadful Dragon is removable and features a ball-jointed head. The Dragon Blaster Skeletor figure also comes with a purple Power Sword, real metal chains and a vintage-style padlock to keep his vicious buddy locked down tight, as well as the final mini-comic in our 2012 three-issue series. (Although the vintage dragon shot water, this version does not – too messy!)"

Like most figures in the line, the dragon's head could be removed and placed on another figure's body.

Featured on Dragon Blaster Skeletor's cardback were Preternia Disguise He-Man, Temple of Darkness Sorceress, He-Ro, King Grayskull, Hordak, and Webstor.



SNAKE MEN

Slithering Minions of King Hssss



REAL NAME Varies **BIO** A hybrid of three cold-blooded alien races, the Snake Men were spliced together and bred by the Unnamed One to serve as loyal foot soldiers in his ever-growing army. Several battalions of Snake Men were assigned to the Viper Lord King Hssss and traveled with him to Eternia to plunder its hidden magic for their formless master. Unprepared for an attack by invading Horde armies, the Snake Army was driven into hibernation and eventually trapped in the Void by the warrior Zodak. Five millennia later, Hssss and his reptile army escaped their imprisonment and once again took up the fight to claim Eternia. Snake Men fight loyally in the armies of King Hssss against the heroic Masters of the Universe.

BACKGROUND While King Hiss and the Snake Men made their debut in the vintage toylines, the idea of a vast Snake Men army was not introduced until the 2002 MYP MOTU cartoon. This Snake Men 2-pack allowed collectors to build a plastic Snake Men army of their own.



ACCESSORIES



WHAT'S IN THE BOX? Each 2-pack came with four heads, two bodies, two sets of armor (blue and brown), a shield, a mace, a sword, and a staff. All of these pieces were newly-sculpted for this set.

MOTUC #096 • AFFILIATION The Snake Men • SUBSCRIPTION Club Eternia 2012 • PRICE \$40
• ORIGINAL RELEASE MattyCollector.com (September 17, 2012) • RELEASE TYPE Figure 2-pack



HEAD GAMES Each 2-pack came with four interchangeable heads (above): one yellow with closed mouth and blue eyes; one orange with open mouth and yellow eyes; one orange with closed mouth and green eyes; and one yellow with open mouth and red eyes.



WELL STAFFED The first of the Snake Men's four included weapons was this silver serpent staff.

TASTE THE MACE The second of the Snake Men's four included weapons was this spiked silver mace.



< EN GUARDE This silver serpent sword was the Snake Men's third included weapon.

SHIELD ME > The Snake Men's final accessory was this silver and blue shield.

All four of these weapons would be repainted with green accents and included with Serpentine King Hssss. This figure would also include a repaint of the yellow open-mouthed Snake Men head.



ALTERNATE VIEWS The yellow Snake Men body was comprised of the standard male torso, shoulders, and biceps, the spiky forearms and bumpy legs from Whiplash, Kobra Khan's feathery greaves, King Hssss' shorts, and Skeletor's hands and feet.

TRIVIA

The following copy was written for the Snake Men's sales page on MattyCollector.com: "How many Snake Men does it take to make an army? We don't know, but here's your chance to marshal the troops! We've packed two of these slithering minions together with four different snake heads, and mix and match weapons such as a snake mace, a spear, a shield and a dagger. All they need now is King Hssss to lead them to battle!"



The Snake Men were the second army builder set released in Masters of the Universe Classics, after the Eternian Palace Guards in 2011.

Featured on the Snake Men cardback were Viktor, The Mighty Spector, Zodak, King Grayskull, and King Hssss.



BARE NECESSITIES The orange Snake Men body utilized the standard male torso along with Hordak's furry loin cloth. The shoulders, biceps, forearms, hands, legs, and feet were newly sculpted and would later be re-used for the Rattlor figure.

